1   # INVENTION TITLE

2   ## SESQUIP ™

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4   **This is a continuation of application Serial Number 09/590,390, filing date 06 / 09 / 00.**

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7   **Inventor:** Robert Levin

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9   **References Cited:**

10 <u>US Patents</u>

11	3,678,602	7/25/72	Alam	35/273
12	3,117,178	1/14/64	Wiebe	273/130
13	4,607,848	8/26/86	Maguire	273/269
14	1,146,808	7/20/15	Miller	
15	1,538,156	5/19/25	Beatty	
16	5,479,506	12/26/95	Rehm	380/273

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18 <u>Foreign Patents</u>

19	1,159,120	7/23/69	British	G069

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21 ## BACKGROUND OF THE INVENTION

22 The present invention is a word game that utilizes definitional clues to decipher a common

23 phrase, name, thing, or title in such a way as to provide educational as well as recreational benefits.

24 The game can be tailored to the educational level of the player. It can also be adapted to a variety

25 of playing methods including a game in print media form such as in a newspaper or puzzle book,

26 as a board game, as an internet game, or as a computer game.

27 ## BRIEF SUMMARY OF THE INVENTION

28 SESQUIP™ (from sesquipedalian... given to the use of complex words) is a game that can be

29 played by one or more players. The player(s) are presented with a common title, name, thing, or

30 phrase such as "All Dogs Go To Heaven" using words that may not be common to the player (e.g.,

1   Curs are supernally fated in every case). The player can then attempt to guess the common phrase,

2   name, thing or title. If the player cannot guess the answer, the player is presented with a number of

3   clues, each of which provides the definition of one or more of the unknown words. After each clue,

4   the player is again allowed an attempt to guess the correct phrase, name, thing or title. After all

5   clues have been used, the entire phrase, name, thing or title has been revealed. A scoring scheme

6   can be used to track the progress of each of the player(s).

7   Examples of vocabulary building games are disclosed in U.S. Patent 3,678,602. Games

8   using clues are disclosed in U.S. Patents 3,117,789 and 4,607,848. Games that require the player to

9   determine the meaning of foreign phrases are disclosed in U.S. Patent 1,146,808 and British Patent

10 1,159,120. Other games require the matching of cards where a word and its synonym are on

11 different cards or use morphemes or cyphertext (U.S. Patents 1,538,156; 3,678,602; and 5,479,506).

12 None of these games disclose the method of developing a vocabulary building game as presented

13 here, that is the use of a sesquipedalian using common titles, names, things, or phrases as its root.

14 Similarly the present invention's use of clues for assisting the player in determining the meaning of

15 the sesquipedalian is also unique in this context.

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17 **BRIEF DESCRIPTION OF THE DRAWINGS**

18   Figure 1 is a view of the SESQUIP™ game in an embodiment suitable for print, computer,

19 or internet play including three phrases, names, titles or things to determine along with a series of

20 clues for assistance in determining the answer. Figure 2 shows the game in an embodiment

21 suitable for board game play including a notional playing board, multiple types of cards containing

22 different types of sesquipedalian, markers, and a die for movement. Figure 3 shows the details of

23 the cards containing the sesquipedalian, the clues, the answer and the scoring indicia on the two

24 sides of the cards.

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26 **DETAILED DESCRIPTION OF THE INVENTION**

27   The object of the game of the present invention is to guess the meaning of a

28 common title, name, thing, or phrase from the sesquipedalian (word or string of not

29 commonly known complex words) presented. If it can not be determined directly from the

30 sesquipedalian, one or more of the clues can be used to help in determining its meaning.

1   Figure 1 shows one possible layout for the game. It includes the game's title **1**, a

2 section of instructions **3** including a scoring system **4**, and a series of games

3 (sesquipedalian) **5, 9, & 13**. Also described is the category of the sesquipedalian **6, 10,**

4 **&14**. With each game is a series of clues **7, 11, & 15**which can be used to assist the player

5 in deciphering the sesquipedalian. It also contains an area that contains the answer **23** and

6 an area that can be used to keep score **17** which includes a difficulty level **19** and an area

7 for your score **21**.

8   To begin play, a player studies the sesquipedalian in light of the category, and

9 provides a guess at its meaning. If the player is successful, he or she receives the full

10 number of points for that game along with a bonus **4** for not needing to use any of the clues

11 and records his or her score in the space provided **21**. If the player is unable to determine

12 the correct answer, he or she can use a clue **7, 11, or 15** to aid the player in determining the

13 sesquipedalian. Each clue provides a definition of one of the unknown words in the

14 sesquipedalian. After studying the clue, the player then again attempts to guess the

15 sesquipedalian's meaning. If he is successful, the player does not receive the bonus points

16 **4** associated with using the clue and his or her score is recorded in the scoring area **21**. Play

17 continues until the sesquipedalian is correctly determined or the player has used all the

18 clues and is stumped and the appropriate score is recorded.

19   If more than one player is participating, players can play independently and compare

20 scores or they can play against each other. If they choose to play against each other play

21 proceeds to the next player who repeats the steps described above. Play continues until all

22 players have had a turn. Then play returns to the initial player. The relative scores can be

23 used to determine a winner. The game is over when a predetermined score level has been

24 reached or a predetermined number of games have been completed. Player(s) can also

25 check their scores against a predetermined expert score **19** and use that as an indication of

26 his or her skill level.

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28   Figures 2 and 3 shows an embodiment of the game that would be suitable for board

29 game play. Figure 2 includes a notional playing board (31) with spaces making a

30 continuous loop indicating the sesquipedalian topic to be attempted (33). Also indicated in

1   Figure 2 are multiple types of cards (35) each of which would correspond to a different

2   sesquipedalian topic type and contains all the information needed to play the game. The

3   use of a die or dice (37) could control movement around the board. The use of markers

4   (39) is used for indicating where on a board a particular player is at any time.

5   Figure 3 shows the details of the cards containing the information needed to play the

6   game. On the front face (41) of the card would be an indication of the topic type (49) in

7   this example a movie title but it could also be a phrase, word, quote, etc... The front face

8   of the card also includes a brief description of the object of the game (45) and a definition

9   of what a sesquipedalian is (43). The back face of the card provides the clues (53) to help

10   the player solve the sesquipedalian, the number of points earned based on the clues used

11   (55) and the answer (57).

12   The players take turns moving around the playing board (31) using the die or dice

13   (37) and mark his position with his pre-determined marker (39). When they fall on a topic

14   space (33), they draw a card (35) that is appropriate for the topic indicated. The player then

15   tries to solve the sesquipedalian (47) shown on the front face of the card (41). If the player

16   needs help, then another player provides a clue (53) from the back face of the card (51).

17   The player's turn is over when either the clues are exhausted without a successful answer

18   (57) or the correct answer (57) is provided by the player. The player's score is recorded

19   based on the number of clues used (55). Play then moves to the next player and the process

20   is repeated. The game is over when a player reaches a pre-determined score.

21   The novelty of the present invention is the use of a sesquipedalian as the means for

22   developing games at various educational levels using common titles, names, things, or

23   phrases. A further novelty of the present invention is in its use of clues for presenting the

24   player with help in determining the sesquipedalian.

25   The present invention has been described in detail above by way of a specific

26   example and in a specific embodiment for purposes of illustration only. The invention is

27   not intended to be limited by this description

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